

[Monster Hour theme]

**Quinn:** Hello, everyone. And welcome to Monster Hour. I am Quinn, your Keeper of Monster and Mysteries. With me today are Hannah.

**Hannah:** Hi. I'm Hannah and I play JR the Crooked.

**Quinn:** Teo.

**Teo:** Hi, I'm Teo and I play Constance the Expert.

**Quinn:** And Kyle.

**Kyle:** Hi. I'm Kyle. I play Alvin the Monstrous.

**Quinn:** Last time, Constance and JR, in between several Psyche style sidebars, the two of you attempted to persuade Georgiana to join you in escaping from Otherwhere. Making no effort to conceal your overtures, you were quickly opposed by her companion, a kindred nicknamed Mr. Blue. You learned that he was the one who made the pact bringing her to Otherwhere after she suffered a grievous injury at the hands of another supernatural creature. After much verbal skirmishing, the pair did agree to leave with you, though not without some strings attached.

Meanwhile, Alvin, you continued your solo journey aboard a small dinghy out at sea. You made some good progress towards theater's exit by turning yourself into an outboard motor. But your old friend, Moriarty, managed to catch up astride a majestic hippocamp. A highly unconventional naval battle ensued, ending with you taking a lotus fruit arrow to the chest as you dispatched Moriarty, using the mast of your ship as a massive javelin.

**Kyle:** [chuckles]

**Quinn:** The tumult did not end there, however. The hippocamp boarded your vessel and revealed itself to be the kindred Prairie, better known as Constable Bailey. Adopting the visage of the sea God Poseidon, he demanded to know how you entered and where you got your disguise. Just when it seemed like you were out of options, you seized upon the very magical nature of Otherwhere itself to bend the reality of theater [Hannah laughs] grasping the power of Hermes to sprint away over the water itself, in a move that I still can't believe I let you do.

**Teo:** Yeah. It seemed like you were bewildered that this is what happened.

**Kyle:** I rolled really well.

**Teo:** He did.

**Kyle:** The dice said, that's okay, Quinn. The dice said it was okay.

**Quinn:** And the lore. The lore allows it.

**Kyle:** Dad, mom said I could do this.

**Quinn:** A significant penalty which you overcame.

[laughter]

**Quinn:** We are going to pick up with Constance and JR aboard the vessel with Georgiana, Mr. Blue and Odysseus. Mr. Blue looks at the two of you, eyeing you and says, [Mr. Blue] *All right. Well, where is this companion of yours? Let's gather him and be on our way. If we're going to do this, I don't want to wait any longer than I have to.*

**Teo:** [as Constance] *Yup, yup, I hear you.* I just start looking around, thinking, [as Constance] *Wouldn't it just be nice if he showed up right now?*

**Hannah:** It would be nice. I would like to look out longingly at the ocean to see if I can see him, like, a bride who has been left at the shore and is wondering, will her husband ever return from the sea? That is the look on my face.

**Kyle:** Except you're on a boat.

**Teo:** [as Constance] *Hey, JR.*

**Quinn:** Mr. Blue looks at--

**Hannah:** Quiet. You're ruining my scene. [laughs]

**Teo:** Wait, wait, wait.

**Quinn:** Mr. Blue looks at the two of you staring out in opposite directions onto the horizon,-  
[laughter]

**Quinn:** -in no way responding to his question. Several seconds pass.

**Kyle:** It's a human thing.

**Hannah:** [laughs]

**Teo:** Oh, yes.

**Hannah:** Okay. So, we don't see him.

**Teo:** Well--

**Hannah:** Do we see--

**Teo:** I was going to--

**Quinn:** No.

[laughter]

**Teo:** I was going to say, Can I roll to investigate the sea, see if I can tell anything?

**Quinn:** No.

[laughter]

**Hannah:** No, no, no. I want you to let her investigate the scene. [laughs]

**Quinn:** As a just small refresher-

**Kyle:** As a [crosstalk].

**Quinn:** -this game, you describe your actions, and I tell you if you need to roll something.

**Teo:** That's-- [crosstalk]

**Quinn:** As you stare out into the vast horizon, you see nothing. And there's no need for you to roll to investigate a mystery. [laughs]

**Teo:** All right.

[laughter]

**Teo:** If you can't tell, we're playing this by ear-- That's a human phrase.

**Quinn:** I'm familiar with the idiom.

**Kyle:** All these things we have on our faces.

**Teo:** Yeah. We like to use them as reference points.

**Quinn:** Clunky appendages. I don't get the point.

**Teo:** [chuckles]

**Quinn:** You know, I agree with you on that one. But anyway. We don't know where he is. He showed up--

**Quinn:** I just imagine Constance pulling a Van Gogh at some point in the future.

**Kyle:** [laughs]

**Teo:** Constance might. There are some serious things that Constance needs to figure out.

**Kyle:** [chuckles]

**Teo:** [as Constance] *We have not been able to locate him in this theater. Do you have any kind of honing device or anywhere else in this theater that he could be?*

**Hannah:** [as JR] *Constance, I could try, and I point at the key. [as JR] You want me to try to use?*

**Teo:** I look at Mr. Blue.

**Quinn:** He doesn't quite understand what's happening. He's just looking at the two of you, gesticulating.

**Hannah:** I guess my biggest question is me using magic going to be like, [as JR] *Hello, everyone who is not a human being? Here we are.*

**Quinn:** Your recollection from your conversation with Dorian was that the risk was that your magic was obvious and loud. Obviously, Mr. Blue knows you're not kindred. Knows that your masks are disguises. The risk would be if there's any other kindred nearby who might be alerted to the usage.

**Hannah:** Well, certainly, JR and Constance have not seen anybody else other than Mr. Blue. So, I think maybe I want to try and use magic to locate our friend, our companion, our big furry boy, Alvin.

**Quinn:** I think this would probably be observe another place or time.

**Hannah:** Okay.

**Kyle:** What a picture that'll turn up.

**Quinn:** Yes.

**Hannah:** All right.

**Quinn:** So, go ahead and give me a roll to use magic.

**Hannah:** All right. [rolls dice] 6, 7, 8. It's a 10.

**Quinn:** Okay.

**Kyle:** Nice.

**Quinn:** The magic works as intended.

**Hannah:** Thank you. Plus two weird. All right. So, I hold the key up and-- I know I normally only use a one-word command, but I think for this one, I go find Alvin and I'm thinking about-- my head is a lot of pictures of Alvin, but also flannel and the feeling of hugging a large teddy bear.

**Kyle:** [laughs] Describe the essence of Alvin.

**Hannah:** Snacks. Like, so many snacks.

**Kyle:** [laughs]

**Hannah:** Just warm feelings of friendship and protectedness. Like, this is what I've got in my head when I'm thinking of Alvin.

**Quinn:** Absolutely. So, I think you've used this once before. It opened a window like Dorian had in the Hollow Circus in the tent. Do you think it looks like that or does it look different? Like, how does this observation look?

**Hannah:** I think it's something like that. I don't know. When I was using with Dorian, I was under a lot more stress then, because we were trying to figure out what the fuck was going on with the giant tent. And so, I think maybe it's a little less nice window shape, partially, because I am looking specifically for Alvin. So, what I am imagining in my head is more like oval or round shape opening up, not with a really distinct outline but probably about as big as a large dinner plate.

Quinn, question for you. Is this the kind of thing that other people can see, or am I the only one who can see this?

**Quinn:** I think on a full success, I'll leave that up to you.

**Hannah:** Okay. I think everybody, or at least folks who are right next to me, so I'm guessing Constance can probably see it as well.

**Quinn:** I think if Constance can see it, it does probably make sense that Georgiana and Mr. Blue can also see it.

**Teo:** Yeah.

**Hannah:** That's fair.

**Quinn:** I'll give it to just you, but I don't know if you can create a discreet little window that only you and Constance can see.

**Kyle:** Privacy screen?

**Hannah:** Yeah, privacy screen provisions.

[laughter]

**Quinn:** Yeah. You open this window. And looking through it, you see a vast stretch of tempestuous water, these giant waves rising up and crashing. And sprinting through the waves between them, running up on them and leaping from peak to peak is Alvin, wearing these golden wing adorned boots and just blasting through the waves. Behind him is Poseidon, for all that you can tell.

**Kyle:** [laughs]

**Teo:** Oh, my God.

**Quinn:** Is Poseidon just riding on the water in furious pursuit. And on the horizon, I think you-- And we see this landmass and it looks like a narrow strait between two jagged rocky outcroppings.

**Hannah:** Okay.

**Kyle:** [laughs]

**Hannah:** So, I can see him, but this doesn't tell me anything about where he is. I guess I look over to-

**Teo:** Oh, he is in the water.

**Teo:** -Odysseus and Mr. Blue and Georgiana, and I point to the vision and I'm like, [as JR] *So, does any of that look familiar to you? Because that's where we need to find our friend, who's apparently on water now. He can run on water, just like Jesus.*

[laughter]

**Quinn:** Odysseus strokes his beard and says, [as Odysseus] *Yes, this the Strait of Messina. We're about a half day's sail. We can make it there soon.*

**Hannah:** [as JR] *Okay. So, that's what we need to do. Once we find Alvin, I will cast the spell to get us to the next theater. But we're not going to do it without him.*

**Quinn:** Mr. Blue looks at you, [Mr. Blue] *What do you mean the next theater? I thought we were leaving.*

**Teo:** [as Constance] *We just have a couple of errands to finish with a kindred. You understand, we got to keep our word and then we'll be out of here real easy. You can stay in the car, metaphorically, if you'd like.*

**Hannah:** I'll even crack the window.

**Quinn:** [Mr. Blue] *You and I made an arrangement that we would be leaving with Georgiana.*

**Teo:** [as Constance] *We are. We just got a couple of stops on the way. One, really, we have one stop. We just--*

**Quinn:** Constance, your palm starts to feel a little hot.

**Kyle:** Uh-oh.

**Teo:** [as Constance] *We're going to leave. I never said--*

**Quinn:** Was hot.

**Teo:** -that it was immediately.

**Quinn:** More hot.

[laughter]

**Teo:** [as Constance] *This is a lesson. As I say this, I'm going to reach into my Instagram backpack and see if I still have some of the silencing spray for dogs. Like when they're really loud. It's basically a pressurized can of cold air. You push on it and it makes a screeching noise that I would like to pull out of my Instagram backpack and spray on my palm.*

**Quinn:** Is this just to make yourself feel better?

**Teo:** Yeah, it's just a little cool spray. It's like a jet of really cold air. Yeah.

**Quinn:** I won't make you roll for it, because there's no material or narrative benefit beyond a mild comfort for you.

**Teo:** Mild comfort's important.

**Quinn:** I'm willing to say you can just have it, unless you want to roll for it. [laughs]

**Teo:** Nope, nope, I'll have it.

[laughter]

**Teo:** So, I take it out and I'm literally spraying, and I'm like, [as Constance] *It's just one, shh, stop. We have to make, shh, before we can, shh, take you with us. Shh.*

**Quinn:** [laughs]

**Teo:** [as Constance] *It's fine. Shhh. The cans out.*

**Kyle:** [chuckles]

**Quinn:** Behind you, we see Odysseus turn and begin shouting to the crew, [as Odysseus] *Lower the sails. We make for the Strait of Messina.* And the ship lurches forward.

[music]

**Quinn:** Alvin, you are in the footrace of a lifetime.

**Kyle:** Aah.

**Quinn:** You've sprinted out ahead of Constable Bailey. Poseidon parkouring over this roiling storm over these massive waves, running over and between and around them. Poseidon is in hot pursuit, just smashing these waves aside, driving right through them, knocking them out of the way and just propelling himself forward on the water. What do you do?

**Kyle:** The shore's coming up, right?

**Quinn:** It is. You can see it in the distance. You're pretty close.

**Kyle:** These rocky outcroppings, does that feel anywhere near the door out of here?

**Quinn:** Yes.

**Kyle:** Okay.

**Quinn:** You get the sense that the whirlpool is dead center between--

**Kyle:** Somewhere in the middle of the island.

**Quinn:** It's not an island. It's a strait.

**Kyle:** Right. Right. The strait. I think what Alvin's going to do is-- I like to get full belt sprinting as fast as I can up to the ground, and I think I might have a slight advantage over Poseidon, who would have to change form probably to speed over land. So, I'd like to just keep running. As soon as I get up and over and outcropping, I hit the dirt and find a little nook that I can just duck right into.

**Quinn:** You're sprinting forward, but Poseidon is gaining ground. As he gets closer, these waves begin to bend their arc towards you and-

**Kyle:** Oh, yeah.

**Quinn:** -start trying to crash and fall over you. So, I'm going to need you to give me a role to act under pressure to make it to shore.

**Kyle:** Surf the waves.

**Quinn:** You are, I guess, in a way kind of surfing to make this even more [Kyle laughs] absurd and also just wildly awesome.

**Kyle:** [singing] Then everybody was surfing, across the U.S.A. [Teo chuckles] That kind of pressure? Shit.

**Quinn:** Yes.

**Kyle:** I'm a bad surfer. Wait a minute, is this pretty magical?

**Quinn:** This is extremely weird.

**Kyle:** This is pretty weird.

**Quinn:** So, your--

**Kyle:** Just another day, man. Just another day.

**Quinn:** Yes. Your seeker move, just another day would definitely qualify here.

**Kyle:** Great. I was kidding. I'm very good at surfing this particular wave. [chuckles]

**Quinn:** You're good at harnessing [rolls dice] the power of Hermes to surf along Poseidon's wild, tempestuous storm waves.

**Kyle:** I rolled a 14.

**Hannah:** Holy shit.

**Quinn:** Yeah.

**Teo:** Damn.

**Quinn:** That'll do the trick. So, how sick does this look?

**Kyle:** He manages to get in front of a couple waves, slides down another one and then just this massive wave as he gets up onto shore comes careening over the top of him. As it crashes down, he just busts through the sheet of water, soaring onto the coast.

**Quinn:** So, you fly up into the jagged rocks. With a 14, I think you land fine. Ahead of you, it's this jagged cliffside that goes up a little ways. It opens up ahead, but the entrance point here is a pretty narrow strait and you can see two things. On the side opposite from you, you can see a massive whirlpool, easily large enough to swallow an entire ship, swirling and churning.

Down the precipice from which you're looking over, there appears to be a concave craggy awning which seems to belie a larger opening beneath the surface. You can see just standing in the center of the strait is Poseidon.

**Kyle:** I hide. I hide from him.

**Quinn:** Okay. So, you're just taking cover?

**Kyle:** Yeah. So, he's in the middle of the strait. On one side's a whirlpool, on one side's a large underground opening?

**Quinn:** Yeah. It's like an awning, almost like a rocky overhang. So, you're peeking over this overhang, and it fades back out underneath you and then further under the water.

**Kyle:** Okay. So, it's like an underwater cave situation?

**Quinn:** Yeah.

**Kyle:** Got. Got it. Yeah, I'm killing time because I didn't see any life or anything near the whirlpool here. I have no idea where my friends are, nor do I have magical powers. Well, kind of, I guess.

**Quinn:** [laughs] Says the man who just sprinted across the water.

**Kyle:** Yeah. Well, that was just very good muscles.

**Quinn:** Okay.

**Kyle:** I've spotted the whirlpool. I have a fairly good idea that I could just dive for it in a pinch. So, I think I'm killing time here and just hiding and waiting to see what Poseidon does. He's spotted me, right? Has he spotted me?

**Quinn:** He doesn't seem to attract you since you propelled yourself into the rocks and onto the shore.

**Kyle:** But he's where I need to go.

**Quinn:** Yeah. He seems to have taken up a sentry position. I think, as you're hiding out, you hear a booming voice echo all through the craggy shores and the hilltop that you're up on and says, [as Poseidon] *I know what you're seeking, Alvin. I know what you're here for. You won't get in without coming through me.*

**Kyle:** [as Alvin] *We'll see about that.* I want to offer a little prayer to Zeus to come bother his brother.

**Quinn:** Are you attempting to invoke some magic here? [laughs]

**Kyle:** I'm making a prayer to the very real gods in this place and I say, [as Alvin] *Dear, Zeus, big guy,-*

**Hannah:** [laughs] Dear, Zeus?

**Quinn:** *-your brother's here, and he's drunk and either needs to go home and/or wants to party. So, would love for it if you came and took care of this situation. Thanks. Signed, Alvin.*

**Quinn:** [chuckles] Okay.

**Kyle:** Dionysus can come too.

[laughter]

**Quinn:** Kyle, I know you've been playing Hades, because you told me about it.

**Kyle:** [laughs]

**Quinn:** Because you told me about it, I got Hades and have been playing it relentlessly.

[laughter]

**Quinn:** So, I know where this is coming from.

[laughter]

**Kyle:** Good party. Let's get all the gods down here. Let's throw a raging party by the whirlpool pool. Pool party.

**Quinn:** But I think your call goes unanswered.

**Kyle:** Foiled by prayer.

**Quinn:** I think if you were trying to invoke the ability to use magic in this space, I don't think that that did it.

**Kyle:** Yeah. Okay. I think I'm going to try to just stealthily try to find some high ground and see how far out to the horizon in each direction I can peek.

**Quinn:** You make your way up a little bit higher. You see a significant land mass in either direction. I think you get the impression that one or both of these is an island or at least, a peninsula. And in the distance, you see a ship heading your direction, a large trireme.

**Kyle:** Well, this is interesting. Yeah, I think with Poseidon just hanging out down there and calling out and being like, [as Poseidon] *You can't get through me*, I'm content to not try. If he hasn't spotted me, I just find a nice comfy spot where I can keep an eye on the boat and Poseidon.

**Quinn:** Okay. I think some time passes, an indeterminate amount, as we have established in Otherwhere. But eventually, Constance and JR, your vessel approaches and arrives at the Strait of Messina.

**Teo:** Hey, how's my hand doing?

**Quinn:** [Kyle chuckles] Like, how much have you engaged in Mr. Blue's questioning.

**Teo:** Oh, I've avoided him [Kyle laughs] since that earlier talk.

**Quinn:** Okay. He's following around, trying to get answers out of you. But to the extent that you're able to avoid him-- It hurts when he questions you and asks where you're going and what your intentions are and what you're not telling him. [Kyle laughs] But as long as you're not actively withholding information, it's fine.

**Kyle:** This also feels like a psych episode.

**Teo:** Yeah, it does actually.

**Kyle:** Avoid Mr. Blue. No.

**Quinn:** But up ahead, JR and Constance, you see a narrow strait, a dangerously navigable channel passing between two walls of sharp rock. And on one side is a massive whirlpool, and on the other is this darkened awning.

**Hannah:** [as JR] *Alvin*.

**Quinn:** I think you see-- I think--

**Hannah:** [as JR] *Alvin? Alvin?*

**Quinn:** I think you see Odysseus huddled with what appear to be his lieutenants planning something at the helm. What do you do?

**Hannah:** [as JR] *Alvin?*

**Kyle:** Call meekly? [laughs]

**Hannah:** [as JR] *Alvin?* I think I'm up at the edge of the boat. [as JR] *Hey, Alvin.*

**Quinn:** As you get closer, you can see a figure standing on the water dead center of the strait between the whirlpool and the awning.

**Hannah:** [as JR] *Who is it?*

**Quinn:** I think you can see this individual is a tall, muscled man, rippling biceps, six pack abs, holding onto a golden trident and bearing a long white beard and white hair.

**Hannah:** [as JR] *This can't be good. I don't think this is Constance. I don't think this is good. Constance?*

**Teo:** [as Constance] Yes.

**Hannah:** [as JR] *I don't think this is good. Do you think this is good?* Look, JR didn't go to school a whole lot, but she is generally familiar with the canon of the Greek gods. I think anybody is.

**Kyle:** About *The Little Mermaid*.

**Quinn:** Poseidon is pretty recognizable. [chuckles]

**Teo:** Yeah.

**Hannah:** Yeah. She did see *The Little Mermaid*. [laughs]

**Quinn:** If either of you would like to roll to read a bad situation, you certainly could at this point.

**Teo:** Okay. Also, I think it is important to note that Constance does have a little bit of a crush on Poseidon.

**Kyle:** [laughs]

**Teo:** That's her jam is the Poseidon vibe.

**Quinn:** This Poseidon [rolls dice] or like any Poseidon?

**Teo:** No. Poseidon, in general.

**Kyle:** [chuckles]

**Quinn:** Okay. Not this one specifically. But inclusive of this one.

**Teo:** But inclusive of this one. Yes.

**Quinn:** Okay. Okay.

**Teo:** Yes.

**Quinn:** Important background.

**Teo:** That's her type.

**Kyle:** All Poseidons are the same, but all Poseidons are sexy.

**Teo:** Yes, exactly. Not all Poseidons are the same, but all Poseidons can get it. Yeah.

[laughter]

**Hannah:** JR knows exactly what she's going to get Constance for Christmas next year. She can see in her mind's eye. She's going through her mental catalog of all-

**Kyle:** Poseidon songs?

**Hannah:** -famous art of Poseidon.

**Teo:** Ooh.

**Hannah:** And which one is in a museum that's close enough to [Teo laughs] Firmament to just pop out and do a quick little steal.

**Teo:** [laughs]

**Kyle:** Is this what's in JR's mind palace, is just where all the famous art is kept?

**Hannah:** It is. Yeah.

**Quinn:** It's where all the famous things she's going to steal her friends.

**Hannah:** yeah.

**Kyle:** My Mind palace is an art museum and everything is for the taken.

**Teo:** I like it.

**Hannah:** [laughs] Yup.

**Teo:** It's like, knowing where every public restroom is, but way more useful.

**Kyle:** [laughs]

**Teo:** That's a 10.

**Quinn:** Constance, what-- Thank you.

[laughter]

**Quinn:** Okay. On a 10 plus, hold three.

**Teo:** What's the biggest threat?

**Quinn:** Poseidon.

**Teo:** Okay. Just wanted to clarify.

**Hannah:** [laughs] Oh, boy.

**Teo:** What's the best way to protect the victims, including ourselves?

**Quinn:** The best way to protect the victims is to turn around.

**Teo:** I mean, that we're actually going to do.

**Hannah:** This is going well.

**Teo:** Yeah.

**Hannah:** This is going great, Constance. This is--

**Teo:** Are there any dangers we haven't noticed? I feel like Poseidon's big enough,-

**Quinn:** There you go.

**Teo:** -but sure. Okay. All right. What else? What else are you throwing at us?

**Kyle:** What's in that outcropping?

**Quinn:** I think as you're surveying the situation, you overhear Odysseus and his lieutenants behind you saying,-

**Kyle:** Oh, right.

**Quinn:** -[as Odysseus] *I know there's some disagreement about this. But when it comes to the Strait of Messina, you want to go towards Scylla. Scylla will take only six of the crew, but Charybdis sink the whole vessel. The danger you have noticed is that the Strait of Messina is the location of Scylla and Charybdis, the two sea serpents of Greek mythology.*

**Kyle:** Ooh.

**Teo:** Ooh. Cool.

**Kyle:** They're probably in that big underwater cave. I'm glad I didn't go there. [laughs]

**Quinn:** Prompted by this, you will probably recall. We'll say Constance recalls. Scylla is the six headed sea serpent which resides in a cove on one side. And Charybdis is the holy underwater sea creature that generates a massive whirlpool that sinks entire vessels.

**Teo:** Okay.

**Kyle:** [laughs]

**Quinn:** So, you have Charybdis on one side, Scylla on the other and Poseidon in the middle.

**Teo:** Okay. I think I turn around to JR and I just go, [as Constance] *It's all bad.*

[laughter]

**Teo:** [as Constance] *It's all bad. We need to leave.*

**Hannah:** [as JR] *Okay. Great. I love--* [crosstalk]

**Kyle:** I did read a bad situation. Guess what?

**Quinn:** You read it. It's bad. [laughs]

**Teo:** It's just bad.

**Kyle:** Cover to cover.

**Hannah:** [as JR] *Is the situation bad, Constance? Because I wasn't sure. Is it? It is, right?*

**Teo:** [as Constance] *Yeah. Yeah.*

**Hannah:** [as JR] *Cool. Cool.*

**Teo:** [as Constance] *This would be a good time to wake up, you know?*

**Hannah:** [as JR] *Love it. Love it.*

**Quinn:** Georgiana and Mr. Blue approach you. And Georgiana says, [as Georgiana] *Constance, my dear, where is your companion?*

**Teo:** I point--

**Hannah:** [crosstalk] *fucking question.*

**Quinn:** And Mr. Blue is just thousand yards staring at Poseidon.

**Kyle:** Can I hear them yelling?

**Quinn:** I don't know if you can make out all the specifics, but I think you can hear your name being called a couple times.

**Kyle:** [as Constance] *Hey, it's my buddies.* Oof. I get their attention. I'm way over on the land. I'll pop up and make my way to the edge of the cliff.

**Quinn:** Okay.

**Kyle:** Was I on the whirlpool side or the--

**Quinn:** You are on Scylla's side.

**Kyle:** Ah. Dang. Wrong side.

**Quinn:** You're about 50ft, 60ft up.

**Kyle:** How wide is the strait?

**Quinn:** The--

**Kyle:** Minimum width is 3.1 km.

**Quinn:** I don't know the exact width, but I know in the Odyssey, you cannot sail the strait without hewing either towards Charybdis or Scylla.

**Kyle:** Got it.

**Quinn:** It's pretty tight.

**Kyle:** It's big enough that it's not like off yawn in the distance, but it's not small enough that I could jump.

**Quinn:** Correct. Yes. You could not jump.

**Teo:** Or, can I--

**Quinn:** Even in no limits, you couldn't jump.

**Kyle:** Damn.

**Hannah:** [chuckles]

**Quinn:** But I think I'll poke my head up on the outcropping here and just do the loud farm whistle.

**Quinn:** Two things I think happen. First, is Poseidon turns and looks at you and smiles. And the water in the cave starts to bubble.

**Kyle:** Oh.

**Quinn:** Constance in JR-

**Teo:** Oh, God.

**Quinn:** -you see, standing atop a cliff one of the sides of the strait, a human figure-

**Kyle:** I wave.

**Quinn:** -that whistled.

**Hannah:** [as JR] *Alvin?*

**Teo:** [as Constance] *Over there. That's our companion.*

**Kyle:** I wave more vigorously.

**Quinn:** Okay. [chuckles] This figure is waving. [chuckles]

**Teo:** [as Constance] *It's him. It's him. Let's go.* I start jumping up and down.

**Quinn:** The ship, the trireme is continuing to sail forward into the mouth of the strait.

**Teo:** Mm-hmm.

**Quinn:** From the cove, you see a serpentine head, the size of a refrigerator, emerge. It has coal black eyes and rows of jagged teeth. Its coiling body is covered in blue green scales as

it rises further from the water. And then, you see another head emerge, and another and another, until there are six long necked reptilian heads surging forth from the water, reaching almost halfway across the stream. Several of them, Alvin, begin snaking up towards the cliffside where you are dancing.

**Kyle:** How many? Six?

**Quinn:** Six.

**Kyle:** A half dozen of these? Okay. They're couple coming to me, a couple reaching out halfway across the strait.

**Quinn:** Yeah.

**Kyle:** So, they're like refrigerator sized stepping stones, if you will.

**Quinn:** Could be. Could be.

**Kyle:** Sounds like an idea.

**Quinn:** You want to do something about it?

**Kyle:** Yeah.

[laughter]

**Hannah:** Oh, boy.

**Kyle:** I think he does just a quick, like, licks his finger and holds it up in the air, takes a couple steps back and then just runs full tilt and leaps from the cliff, and he's aiming for the closest head with the idea of-

**Hannah:** Oh, wow.

**Kyle:** -jumping from head-to-head.

**Teo:** Yeah.

**Quinn:** Give me a roll to act under pressure.

**Kyle:** Pretty weird though, right?

**Quinn:** Yeah, pretty weird.

**Kyle:** Saving my bacon. [rolls dice] 10.

**Quinn:** On a 10 plus, you do what you set out to do.

**Kyle:** Yes.

**Quinn:** So, take it home. What does it look like?

**Kyle:** It starts off impressively confident. He leaps off of the first head and he just keeps hopping. Like a video game cutscene is what this feels like.

**Quinn:** [laughs]

**Kyle:** From head-to-head. And he gets a little off balance near the end, because they're serpent heads and they move around. But I think at halfway across the strait, leaping off of the last head, I'd like to just shout to the trireme as it comes. It's in the whirlpool, and tackle Poseidon.

**Quinn:** What's your intent behind tackling him? Are you trying to restrain him, attack him?

**Kyle:** Not so much attack him. Just try to disrupt him, because he seemed to summon the beast. I just like to stop him from meddling with the boat.

**Quinn:** Yeah. I think as you are performing this maneuver, he has raised the trident, and you can see the water in front of him towards-- You're flanking him. He's facing the trireme, and the water in front of him heading towards the trireme is starting to churn, and you can see waves building up. So, I think this is going to be a protect someone role.

**Kyle:** Yeah. [rolls dice] 7, 8 and 3 is 11.

**Quinn:** On a hit, you protect them. On a 10 plus, you get to choose an extra effect. You suffer less harm minus one harm. All impending danger is now focused on you. You inflict harm on the enemy or you hold the enemy back.

**Kyle:** All impending danger is now focused on me.

**Hannah:** Wow. Okay, Alvin.

**Quinn:** All right.

**Kyle:** I'm the hero of the story who-- Oh, no. They tragically die all the time. Huh.

**Quinn:** So, you tackle Poseidon into the water.

**Teo:** Oh, God.

**Quinn:** And the two of you disappear beneath the waves. Constance and JR, you see all six of these serpent heads go underwater, and neither figure comes back up.

**Kyle:** [laughs]

**Teo:** Oh, no.

**Quinn:** The trireme continues to sail forward now into the strait. You are quite close to the whirlpool that is Charybdis, which, if Alvin is to be believed, has some significance.

**Kyle:** [laughs]

**Hannah:** Okay. So, we heard him then, yes?

**Quinn:** Yeah. You're close enough. I'm not going to interfere with the message. I think you heard him loud and clear.

**Kyle:** I'll do a no limits yell if you want.

**Quinn:** No, that's okay.

**Kyle:** [chuckles]

**Quinn:** But he and Poseidon have both disappeared below the waves as has Scylla.

**Hannah:** Okay. [as JR] *Well, Constance, it sounds like it's in the whirlpool. That's where we have to go.*

**Teo:** [as Constance] *Yeah.*

**Hannah:** [as JR] *Right?*

**Teo:** [as Constance] *Your guess is as good as mine. Let's do it.*

**Hannah:** [as JR] *All right. Well-- and I turn to Georgiana and Mr. Blue. The X's through the whirlpool.*

**Quinn:** Mr. Blue looks at you and says, [Mr. Blue] *That's where you're going. I can't let you go in there.*

**Teo:** [as Constance] *Why not?*

**Hannah:** [as JR] *Okay. Well, that's what we said. You wanted to get out of here.*

**Quinn:** [Mr. Blue] *That's not the way out. That's the core-- That's the Registrum.*

**Teo:** [as Constance] *Oh, perfect.*

**Hannah:** [as JR] *That's the what?*

**Kyle:** [laughs]

**Hannah:** [as JR] *The hold up? The what now? The register?*

**Quinn:** [Mr. Blue] *The center of everything. You can't go in there.*

**Hannah:** [as JR] *Is this a place that would have a lot of big, weird trees?*

**Kyle:** [laughs]

**Quinn:** He just stares coldly at you.

**Hannah:** [as JR] *One big tree.*

**Quinn:** [Mr. Blue] *I agreed to let you leave with Georgiana to join you. I did not agree to let you in there.*

**Teo:** This is where that other kindred comes into play, good sir.

**Hannah:** This is like a Led Zeppelin. It's a real in through the outdoor kind of thing. We got to go closer to get further. You have to get small to get big. Do you see what I'm saying?

**Quinn:** You're showing your ignorance. There are no other doors out from that place.

**Hannah:** [laughs]

**Quinn:** It's insulated, as it possibly can be from you and your kin.

**Hannah:** I just want to try. I want to see. Maybe it doesn't let us in, and then we're just back here and then we try something else. Like, I want to try.

**Quinn:** He draws his sword.

**Hannah:** Okay. I also draw my sword very reluctantly.

**Quinn:** Alvin, beneath the waves-

**Kyle:** Yeah. [makes underwater noises]

**Hannah:** [laughs]

**Quinn:** -Poseidon is just taking you lower and lower. And in the dark waters around you, you can see six gleaming sets of eyes and just the vague outline of enormous serpentine shapes moving in the currents. What do you do?

**Kyle:** But I'm hanging on to Poseidon. He's hanging on to me.

**Quinn:** At this point, he's hanging on to you.

**Kyle:** Right.

**Quinn:** I don't know if you're also hanging on to him, but he doesn't seem to be attempting to let go of you.

**Kyle:** Great. Can I sense the bottom of the whirlpool anywhere nearby?

**Quinn:** It's in the water off in one direction.

**Kyle:** [chuckles] It's in the Water. You're in the water. I'm close. I'm getting there. One step at a time.

**Quinn:** Yeah. If you wanted to read a bad situation, the situation is quite bad at this point.

**Kyle:** It's quite bad. I'll give it a roll. [rolls dice] Oh, it's a 10.

**Quinn:** Oh. On a 10 plus, hold three.

**Kyle:** What's my best way out?

**Quinn:** Your best way out is to-- This is a no brainer, but your best way out is to break Poseidon's grasp and then navigate around Scylla to Charybdis.

**Kyle:** Yeah. What's most vulnerable to me?

**Quinn:** I think Poseidon is most vulnerable to you. Scylla is a massive six headed sea hydra.

**Kyle:** Yeah.

**Quinn:** And whatever the rules of this place, Constable Bailey, Poseidon, Poseidon seems to have less raw strength. They have the ability to manipulate the reality of this place, but

even that seems to have some limits. So, I think they are most vulnerable to you as opposed to Scylla.

**Kyle:** Last one is, what's the best way to protect the victims?

**Quinn:** You either need to escape this theater or escape to the surface, because you will drown here.

**Kyle:** Yes. I would like to grapple Poseidon and try to take his trident.

**Quinn:** Okay.

**Kyle:** Whether or not this is just like a theater prop [chuckles] or not, he was using it to do stuff. So, I'd like to have it.

**Quinn:** Okay. Give me a act under pressure.

**Kyle:** [rolls dice] That's 12.

**Quinn:** Okay. You take the trident, you rip it from his grasp. What do you do with it?

**Kyle:** I kick off of him and I point it in the direction I think the whirlpool is. But maybe up to try to break free right at the surface of the whirlpool.

**Quinn:** Okay. So, you're taking off swimming?

**Kyle:** Yeah. I'm hoping the trident works like one of those little swimming propeller things.

**Quinn:** [laughs] Unfortunately, I don't think that it does. It is--

**Kyle:** Okay. So, I make two useless jabs in the water [Quinn chuckles] and then just [makes underwater noises]

**Quinn:** Okay.

**Hannah:** [laughs]

**Kyle:** Paddle as fast as I can.

**Quinn:** So, you're just trying to evade these sea serpent heads and make it to Charybdis?

**Kyle:** Yeah.

**Quinn:** I think it's going to be another act under pressure. Yeah, to hold your breath, evade Poseidon and navigate around these massive, vicious serpentine heads. Yeah.

**Kyle:** Yeah. Okay. [rolls dice] I rolled a 9 again. So, that's another 12.

**Quinn:** Okay. You swim through the waters deftly maneuvering around the many heads of Scylla. Poseidon swimming after you very quickly. But you burst up to the surface and gasp for air. I think exhaling water just at the Edge of Charybdis. You get just a moment before it starts to suck you into its orbit.

**Kyle:** Like a graceful Labrador.

**Quinn:** Yes.

**Hannah:** [chuckles]

**Quinn:** But you do see the trireme almost on the precipice.

**Kyle:** Swords drawn up on top.

**Quinn:** Yeah. Constance and JR-- JR, Mr. Blue is advancing on you. I think as he does so, the planks of the deck start to ripple a little bit, and you can feel them bending up towards you, almost like they're trying to lock you in.

**Hannah:** Like the ship itself is getting bent or like a magical rippling?

**Quinn:** Both. The planks are bending almost like a wave running through the wood, but then they start to move asynchronously and snap upwards towards you, like they're trying to grab onto your ankles.

**Hannah:** Oh, I don't like this at all. This is not-- Oh. Oh. [as JR] *Constance, what the fuck are you doing?*

**Teo:** [sighs] So, I think Constance is just a bit at a loss with trying to figure out what to do with Alvin and then also how to reason with Mr. Blue that it's going to be okay.

**Hannah:** There's no way for me to reason with him, if I'm attacking him with my sword, but okay. [chuckles]

**Kyle:** A certain reasoning.

**Quinn:** So, JR, there are wood planks biting at your ankles, and Mr. Blue is just a few short feet away from you with his sword drawn.

**Hannah:** I am also at a loss, which is why I was trying to get-

[laughter]

**Hannah:** -Constance that can do something.

**Teo:** We're both just bewildered. [laughs]

**Hannah:** Yeah, we're sitting there with question marks coming out of our heads like a cartoon character. We have to get off the boat. We got to go through the whirlpool and we got to take your aunt with us. So, I guess I'm going to, while avoiding the chomp-chomp of the boards, because now it's like the ship is quicksand, but it's also sharks, I guess.

**Quinn:** Yeah, it's pretty accurate.

**Kyle:** Shark sand.

**Hannah:** Shark sand. The very deadly shark sand that is not talked about in Shark Week and really should be. I guess I'm going to look at Georgiana and be like, [as JR] *This is the way we have to go. We have to go through the whirlpool. That is how we get out of here.*

**Quinn:** Give me a role to manipulate someone.

**Hannah:** Okay. [rolls dice] It's an 8.

**Quinn:** On a 7 to 9, they'll do it, but only if you do something for them right now to show them that you mean it.

**Hannah:** Okay. What will it take—

**Quinn:** What will--

**Hannah:** What will it take to convince? Yeah. Yeah.

**Quinn:** What will it take?

**Hannah:** I mean, I have a thought.

**Quinn:** I'm open to ideas, certainly.

**Hannah:** Which is me just jumping off the ship towards the whirlpool.

**Quinn:** I think you have that thought, JR. But you understand people's sentiments and how to manipulate people. Georgiana doesn't know you. She doesn't care about you. I mean, in a vague sense, she does. But it doesn't matter if you jump off the ship.

**Hannah:** Yeah. Yeah.

**Teo:** Yeah.

**Hannah:** I look at you, Constance, and I'm like, [as JR] *Think you got to jump.*

**Teo:** Yeah. I think Constance looks at this situation also very bewildered and takes a running leap and goes.

**Kyle:** When Constance jumps in the water, does Constance hold her nose plugged?

**Teo:** Yeah. And her eyes are closed.

**Kyle:** [chuckles] Yeah.

**Hannah:** You're doing a cannonball. It's a strait up cannonball.

**Kyle:** [chuckles] I love it.

**Hannah:** Yeah, you're all bunched up, so you don't make a huge splash. That's good. Good form.

**Kyle:** I love it.

**Quinn:** Constance, you take a running leap off the prow and plunge into the icy cold water. I think you get down pretty deep and you open your eyes into the darkness, and not five feet in front of your face is a massive serpentine head.

**Kyle:** [chuckles]

**Teo:** Cool.

**Quinn:** The jaws open wide in what would be a roar above water. What do you do?

**Teo:** All right. Okay.

**Kyle:** Here's the Constance moment.

**Teo:** Okay.

**Kyle:** You have a giant serpent head in front of you and a magical backpack of anything.  
[laughs]

**Teo:** Yeah. I'm going to go ahead. Instinct is one thing, but for Constance, instinct is really what she's read in books.

**Kyle:** Yeah. [applause]

**Teo:** She has indeed read the graphic novel adaptation.

**Hannah:** Yes. Yes, yes, yes.

**Kyle:** Man, it's been so long since we've had a book club.

**Hannah:** I love this. Yeah. Constance's book club.

**Teo:** The graphic novel adaptation of the television show, *I Survived*.

**Kyle:** [chuckles]

**Hannah:** [laughs]

**Teo:** One of the stories in this graphic novel adaptation is of a woman who survived a shark attack-- a surfer who survived a shark attack by punching the shark straight in the nose until it bled-

**Hannah:** Yes.

**Teo:** -and ran away.

**Hannah:** Yes. Yes.

**Teo:** So, Constance says, [as Constance] *Okay. Shark, serpent, it's all the same, right?* Takes the dagger and aims either for the eye or for whatever nose situation it's got, one of those two soft bits.

**Kyle:** Snake noses are like their eyes, aren't they?

**Teo:** Yeah. That's how they smell and see. Yeah.

**Kyle:** How they damage, I think.

**Teo:** So, that's exactly what she's going to do. I also do want to remind you that it is a magical dagger.

**Quinn:** Yes.

**Kyle:** Yes.

**Quinn:** My question for you here is, are you trying to inflict harm or are you trying to create any diversion that you might be able to escape?

**Teo:** It's a great question. Let's go with diversion to escape.

**Quinn:** Okay.

**Teo:** [laughs]

**Quinn:** Give me a role to act under pressure.

**Teo:** And I will be using plus sharp, because I've read about this sort of thing.

**Kyle:** Yeah.

**Teo:** [rolls dice] Ho, ho. Boy, do I remember that graphic novel real well.

**Kyle:** [chuckles]

**Teo:** Because-- Oh, my God. That's a 14 for you.

**Kyle:** Holy crap.

**Hannah:** Wow.

**Quinn:** Nice. What does it look like?

**Teo:** It's almost like I'm trying to leapfrog off of it. So, I'm coming towards the serpent feet first, but scrunched up, like in a squat, and my hand with the dagger in it and I just go full force with my dagger hand into the nose and then push off of its nose with my feet, like a little leapfrog bounding away.

**Quinn:** All right. You plant your knife in this thing's nostril, and it recoils and shakes its head, and you push off away from it as it does. JR on deck. Georgiana, who had been just watching this whole utterly outlandish series of events unfold in just shock-

**Hannah:** Fair.

**Quinn:** -I think, seeing Constance leap over the prow, snaps out of it and takes off running and then follows her. As she does, Mr. Blue, who had completely had his attention trained on you, suddenly watches her go over the prow and the planks start falling back into line on the boat, and he looks at you with just a furious gaze and then himself takes off running towards the prow.

**Hannah:** [as JR] *All right. Bye, Odysseus. You might want to head home soon. Penelope's just got a lot on her hands without you there. Racing Telemachus is just-- She was not prepared to be a single parent, okay? You should hurry on back home. Okay, bye, and I go diving off the edge of the boat.*

**Quinn:** [laughs] I think we see Georgiana catching up with Constance reaching the surface. And JR, you and Mr. Blue coming up quickly behind. And the many heads of Scylla are circling the waters around you, but something seems to be keeping them at bay as the four

of you reach Charybdis. Alvin, you're already almost to the base. You're just struggling to keep your breath. And the five of you go swirling down into the dark torrent of water.

[music]

**Quinn:** Hey, folks. Quinn here. Thanks so much for tuning into Episode 36 of Monster Hour. Our beloved heroes have finally escaped the Odyssey. I'm sure it's smooth sailing from here on out, right? Right.

As always, I want to thank everyone who's left us a rating and review, given us a shout on social media or recommended the show to a friend. Those three little things make a big difference in folks finding out about the show. And the algorithms hate it.

Don't forget that if you tweet about the show using *#monsterhourpod*, you might wind up with a character named after you. Characters like Mr. Blue, everyone's favorite kindred frenemy named after *@thatguykentblue* on Twitter.

We have reached the final stop on our tour of Patreon tiers this week, and this last one is the real monster. Literally, the \$50 a month level is so loaded we had no choice but to name it the Real Monster Tier. The marquee perk for this level is a one-shot game of Monster of the Week, GM'd by myself, either with the Monster Hour crew or a group of friends.

You also get all of the perks from every other tier, including Killer Swag, a named NPC bonus, mini campaigns, episodes and outtakes, extra Monster Hour lore and access to all of my GM and mystery notes from all of our completed arcs.

We know this is a big financial commitment. But for folks who are looking to go big in helping us create new and better content, we hope this awesome goodie bag makes it worth your while. Short one this week. That's all I've got for you, folks. Our next regular episode will drop November 10th, but be sure to tune in on the 31st for our Halloween special. Until then, stay spooky.

[music]

**Quinn:** The three of you come to on a mist shrouded shore, Cool water lapping at your legs as the tide rolls in and out. Georgiana and Mr. Blue are a little ways down the beach. All around you, you are surrounded by a thick fog. What do you do?

**Kyle:** I go up to Georgiana and go, [as Alvin] *Oh, God, Constance, it's so good. I'm so glad to see you made it.*

[laughter]

**Kyle:** [as Alvin] *Wait a minute.* And then, I look at Constance, and then I look at Georgiana [Quinn laughs] and then I look at Constance and then I look at Georgiana and I look at JR and go, [as Alvin] *What happened?*

**Hannah:** What do you mean what happened? No, I'm kidding.

[laughter]

**Hannah:** [as JR] *Alvin, do you recall Constance telling us-- Well, first finding out about her secret aunt and then finding out that her secret aunt had died, which is part of why she was a secret aunt. Well, Alvin, this is Georgiana, the secret aunt.*

**Quinn:** Georgiana looks at you and smiles politely and says, [as Georgiana] *Georgiana. It's nice to meet you.*

**Kyle:** [as Alvin] *Alvin Hughes.*

**Hannah:** This is a fun trick that I learned once. So, when you're introducing two people that you know, a good way to get them to remember the other person is to say a fun fact about the other person to them. So, when I'm introducing them, I go, [as JR] *Alvin, this is Georgiana. Georgiana is the secret. Thought she was dead aunt. Georgiana, this is Alvin. Alvin is like a coyote sometimes. Alvin, why don't you show her your lovely claws?*

**Kyle:** Yeah, they're out.

**Hannah:** [as JR] *Alvin, Georgiana. Georgiana, Alvin.*

**Kyle:** I just gesture a finger to shake hands, because I'm worried about the claws. Self-conscious about the claws behind Georgiana.

**Quinn:** Mr. Blue struggles to his feet, hacking up water. [as Mr. Blue] *We shouldn't be here. You shouldn't be here. No, humans aren't allowed here.*

**Hannah:** [as JR] *Okay. When you say aren't allowed, is that like we stepped over a do not trespass sign or we literally shouldn't be in here?*

**Kyle:** Yeah. I met another one of these kindreds in--

**Hannah:** [as JR] *Like, we shouldn't be allowed to have gotten in here? Like, it should have been a invisible wall where he goes in?*

**Quinn:** [as Mr. Blue] *But you're not permitted here. The three of you should not be here at all, but you certainly shouldn't be here, here.*

**Teo:** [as Constance] *Okay. Okay.*

**Hannah:** [as JR] *Well, we are. So, there's that.*

**Kyle:** [as Alvin] *I had a similar conversation with one of your friends about the lack of signs here in this place.*

**Teo:** [laughs]

**Kyle:** [as Alvin] *It's really very confusing.*

**Hannah:** It is.

**Teo:** The wayfinding could use some work. [as Constance] *Hey, don't we have a thing we have to do here?*

**Kyle:** [as Alvin] *That's right. We won't be here long. You won't even notice.*

**Teo:** [as Constance] *Oh, you better not.*

**Quinn:** As the five of you are talking, the mist begins to recede.

**Hannah:** Okay. Well, that's good.

**Quinn:** Opening up ahead of you is an idyllic meadow. The grass is springy beneath the soles of your feet, dotted here and there with whimsical wildflowers in all shapes and sizes and colors. The glade is ringed by a thick copse of trees, which quickly densened to the point of being indistinguishable from the larger forest behind it.

At the center of this semicircle of trees is a large stone pedestal, venerable and moss encrusted. And atop, it rests a massive tome bound in thick leather. Propped against its base rests a full suit of viridian tinged plate armor, while behind it looms a particularly large sycamore tree. And behind you, Mr. Blue says, [as Mr. Blue] *No, no. No, no, you can't be here.*

**Hannah:** Quinn, this is the thing that I saw-

**Quinn:** Yes.

**Hannah:** -when I accidentally did a little light destruction of Constance's storage unit.

**Quinn:** You recognize this scene.

**Teo:** Yeah, I thought so. Okay, so team meeting. Team meeting.

**Kyle:** Two-way psychic side.

**Hannah:** [as JR] *No, no, no, Mr. Blue. Friends only, just for this portion of the meeting and then we'll open it up to the large group.* So, Constance and Alvin, I beckon them over.

**Quinn:** Georgiana is physically restraining Mr. Blue.

**Hannah:** Okay. Good. We'll make this super quick. We're super-- [crosstalk]

**Teo:** [as Constance] *You just got to let go, buddy. You just got to let go.*

**Hannah:** [as JR] *Thanks, Georgiana.*

**Kyle:** [as Alvin] *If you're worried about liability, just look the other way.*

**Teo:** [as Constance] *Yeah, plausible deniability is really familiar to us.*

**Hannah:** Okay. [as JR] *So, guys, the tree is that-- That's the thing that we need to do to sign or put his name.*

**Kyle:** Go write the thing in the book.

**Hannah:** Well, so when the vision, I didn't see the suit of armor. And frankly, I think we've been doing this enough to suspect that perhaps the armor is a trap or a guard of some kind. If it isn't, I'm still willing to bet 20 bucks that there's some other kind of trap or thing there, because the Tall Man was not big on helping us all that much. So, that's what we need to do, but I'm not totally sure how to do it.

**Kyle:** First step. Can we open that envelope now?

**Hannah:** Can we?

**Kyle:** He said it was sealed until we got to the Registrum.

**Teo:** Yeah.

**Hannah:** Okay. Yeah. I pull out the envelope.

**Quinn:** It opens easily.

**Hannah:** I look inside. Is there a present in there?

**Teo:** I don't think that's what's going to be in there, but I like your optimism.

**Kyle:** Is it just a circle?

**Quinn:** No.

**Hannah:** [laughs]

**Quinn:** Inside is a single folded page and a quill. On the page is a single block of text. It looks like a paragraph. It's not written in a language that you recognize, but you do recognize the script. The irregular angles and flowing serifs are the same as the ones on the disk, and JR's key that had previously matched no known alphabet.

**Kyle:** Mm-hmm. I bet Mr. Blue could read this.

**Teo:** Oh, shit.

**Kyle:** He probably also isn't a reliable narrator, and he may freak out if this is a, like, set the tree on fire sort of spell. [chuckles]

**Teo:** He's freaking out anyway. It might as well try to get his help.

**Kyle:** We've had dealings with this Tall Man before, and we were curious about what was written down here before we came in here. We've come all this way, I would honestly like to know what I'm writing down.

**Teo:** Same.

**Hannah:** Okay.

**Teo:** Are we accidentally doing mass murder here? You know what I mean? We don't really know.

**Hannah:** I would like to avoid genocide. JR does have some hard lines.

**Teo:** That's a good one.

**Kyle:** [laughs]

**Hannah:** Killing in large scale is definitely-- That's a hard no. So, yeah.

**Quinn:** What did the three of you do?

**Hannah:** I guess we're going to go talk to Mr. Blue and see what he has to say.

**Teo:** Just hold it at a distance a little bit. Let's not let him get--

**Hannah:** Yeah. I want Alvin in between the document and him.

**Kyle:** Mm-hmm.

**Quinn:** [as Mr. Blue] *We all need to leave. You need to leave. You're not supposed to be here.*

**Teo:** [as Constance] *What does this say?*

**Quinn:** [as Mr. Blue] *What?*

**Teo:** [as Constance] *What does this say? Are we killing something or lots of things.*

**Quinn:** He narrows his eyes, and looks at it, and looks at you and says, [as Mr. Blue] *I will translate that if you leave this place immediately.*

**Teo:** [as Constance] *Well--*

**Kyle:** [as Alvin] *Semi immediately.*

**Teo:** [as Constance] *Yeah. As soon as we translate it, we just have to write it down and then we'll leave.*

**Quinn:** [as Mr. Blue] *No. Where would you write it anyways?*

**Teo:** We point--

[laughter]

**Kyle:** Oh, no. He says, [as Mr. Blue] *Where would you write it?* Alvin takes a good long look around the glade, and looks at the trees and the water and the dirt and the book and the trees, [Hannah laughs] and just looks back at Mr. Blue and goes, [as Alvin] *I don't know. Somewhere.*

**Quinn:** [as Mr. Blue] *You wish to inscribe something in the Registrum, the Tome of True Names, you humans. I'm sorry, but this can no longer stand.* And he raises his hand, and the white circle disappears and so does the one on your palm, Constance.

**Teo:** Oh, what?

**Quinn:** And-

**Kyle:** Agreement to not fuck with us humans.

**Teo:** Yeah.

**Hannah:** Uh-oh.

**Quinn:** -a wind rolls through the glade. And as it does, all of the boughs of the trees begin to move. At the base of the pedestal, you see the ground beneath the suit of armor begin to shift.

Sinewy roots push up through the blades of grass snaking up between the gleaming mint green plates. The bracers and breastplate plate lift up off the ground. And as the rhizomes

reach the helm, a massive set of antlers blossom outwards like a twisting corona of spiked bone. And beneath the visor, two gleaming green orbs alight, drinking in your presence with quiet intensity.

**Hannah:** Well, fuck.

**Kyle:** Whoa.

[laughter]

**Teo:** Goddamn it.

[Monster Hour theme]

*[Transcript provided by [SpeechDocs Podcast Transcription](#)]*